WWII FIGHTERS

OFFICIAL
Play Guide

Jane's
COMBAT SIMULATIONS

QUICK INSTALL

1. Insert the *WWII Fighters* CD Disc 1 into the CD-ROM drive. The AutoInstaller appears (if it doesn't, double-click **My Computer**, then double-click the CD-ROM drive icon).

2. Select **INSTALL** from the AutoInstaller screen. The Setup Wizard appears.

3. The Setup Wizard walks you through the installation of the game. At each interval, click **NEXT** to move to the next step or **CANCEL** to quit setup.

4. At the end of installation, you are asked if you want to create a shortcut to *WWII Fighters* on your desktop. If you want a shortcut created, click **YES**, and after setup is complete, click on this icon to play.

5. Insert Disc 2 before running the game.

6. After the opening animation, the Museum entry appears and you can go to the mission you want to fly or exhibit you want to view (➤ see *WWII Fighters Museum* on p. 4).

7. If you're ready for some instant action, click on the **FLY NOW** sign in the center top of the Museum entrance to jump right into flight and combat.

The *WWII Fighters Play Guide* is a quick reference to help you get up in the air right now.

WWII Fighters Museum	A quick introduction to the Museum and its rooms.
Selecting a Mission	Describes how to choose different missions.
Mission Types	Defines the different kinds of missions and provides instruction on how to navigate the mission menus.
Mission Builder	Defines the Mission Builder and provides instruction on how to create a mission.
Multiplayer	Describes how to set up a Multiplayer mission.
Key Commands	Defines select key commands.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

FOR MORE INFO about this and other titles, check out Jane's® on the web at **www.janes.ea.com.**

WWII FIGHTERS
Museum

When you start the game, you enter the lobby of the WWII Fighters Museum. The museum contains archival footage from the war, information about the aircraft and ground forces you will encounter, and interviews with the men who actually flew the fighters featured in the game.
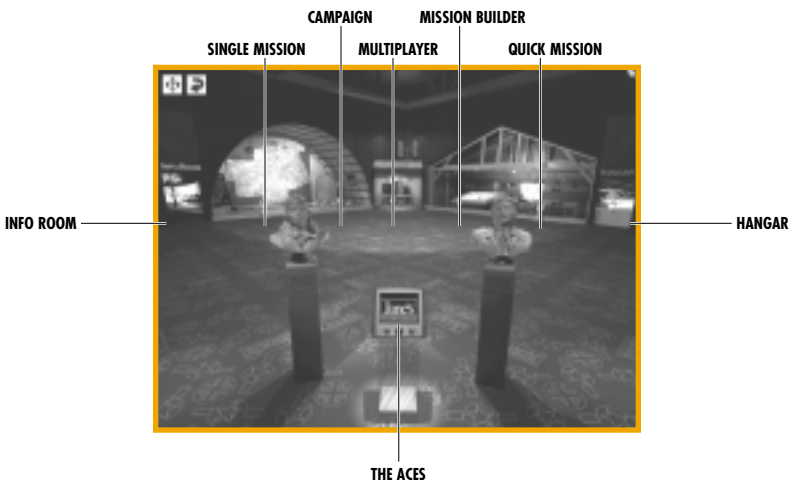
Throughout the museum, you will find gold-colored kiosks which provide access to the many features of *WWII Fighters*. To access a kiosk, simply click it.

At the left of the screen is the entry to the Hangar, where you find even more information about the individual planes. Click on the Hangar Door to enter that room. To the right of the lobby is the entry to the War Room, where you choose, plan, and fly your missions (➤ see *Selecting a Mission* below).

For detailed information about the museum, see the *Museum Guide* enclosed in the game box.

SELECTING A MISSION

From the Museum Entrance, left-click on the door to the right. This is the entrance to the War Room.

CAMPAIGN
MISSION BUILDER
SINGLE MISSION
MULTIPLAYER
QUICK MISSION
INFO ROOM
HANGAR
THE ACES

To select a mission:

1. Move the mouse over the War Room to find the different mission banners. Click the banner of the mission type you wish to play. This takes you to that section of the museum.

2. Click the kiosk to enter the screen of the chosen mission type, or use your mouse to pan left or right until you get to the area of the War Room you wish to visit.

★ To go back to the previous screen, click the arrow in the upper left of the screen or press ESC.

★ Click the icon in the upper left corner to get a text description of museum destinations. You can jump right to that section by clicking on an item.

MISSION TYPES

WWII Fighters has five types of missions available to fly. From carefully designing your own mission to getting in the air fast for some furious dog-fighting, you have many ways to get into the action.

MISSION NAME   MISSION SUMMARY
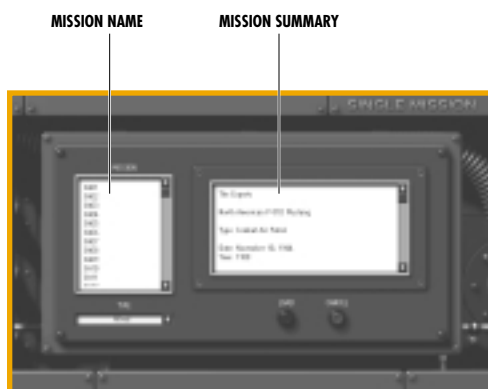
SINGLE MISSION

In Single Mission, you fly a one-shot mission. To begin a single mission:

1. Choose your mission type: Allied, Axis, Allied Training, Axis Training, or Custom.

2. Left-click the mission you wish to fly. In the summary box to the right, the details of the mission appear.

★ When you choose your mission, click on the **LOAD** button. This takes you to the Mission Builder screen (➤ see *Mission Builder* on p. 8), where you can review your assignment.

★ Your starting location and waypoints cannot be altered in single missions.

3. When you are ready, click **FLY**.

CAMPAIGN

SELECT SIDE   MISSIONS REMAINING   NEXT MISSION

In Campaign mode you play through a series of missions that begin on December 16th, 1944, when the initial Axis attack sent the Allies reeling and the desperate counter-attack began. Play as either an Axis or Allied pilot. When you have chosen your side, click **LOAD**.

MULTIPLAYER

Two to eight players can fly missions together or declare war on one another on either a local network or over the Internet. For more details, ➤ see *MultiPlayer* on p. 14.
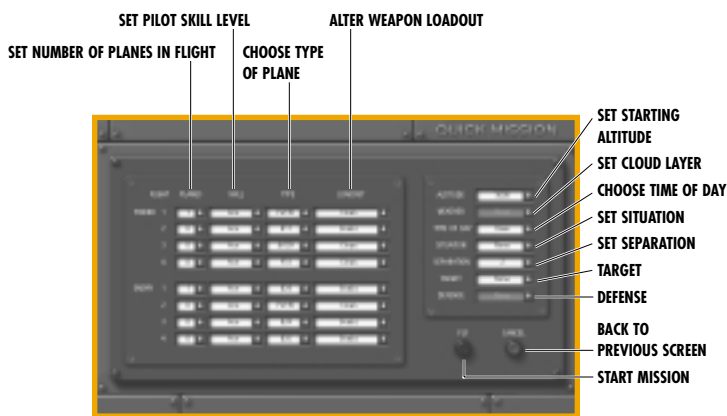
MISSION BUILDER

In *Mission Builder* you create custom missions, choosing features such as ground support and time of day. For more details, ➤ see *Mission Builder* on p. 8.

QUICK MISSION

Quick Mission gets you up in the air fast.

★ Take a few moments to choose your settings, then click the **FLY** button. You go directly into action.

★ To exit from this screen at any time, click the CANCEL button, or press ESC .

SET PILOT SKILL LEVEL

SET NUMBER OF PLANES IN FLIGHT   CHOOSE TYPE OF PLANE

ALTER WEAPON LOADOUT

SET STARTING ALTITUDE

SET CLOUD LAYER

CHOOSE TIME OF DAY

SET SITUATION

SET SEPARATION

TARGET

DEFENSE

BACK TO PREVIOUS SCREEN

START MISSION

|	
Situation	Choose the situation facing the two sides. ADVANTAGE puts the Friendly aircraft above the Enemy aircraft and on the enemy's tail. DISADVANTAGE puts the Enemy aircraft above the Friendly aircraft and on the Friendly's tail. NONE puts all aircraft at the same altitude with both sides facing each other.
Separation	Set distance in miles between flight groups.
Target	Choose from a list of ground target objectives. The Friendly side must destroy the ground target in order to win a mission. The Enemy side must prevent their opponents from destroying the target.
Defense	Choose the amount of anti-aircraft defenses in the mission area (only available with some ground targets).

MISSION BUILDER
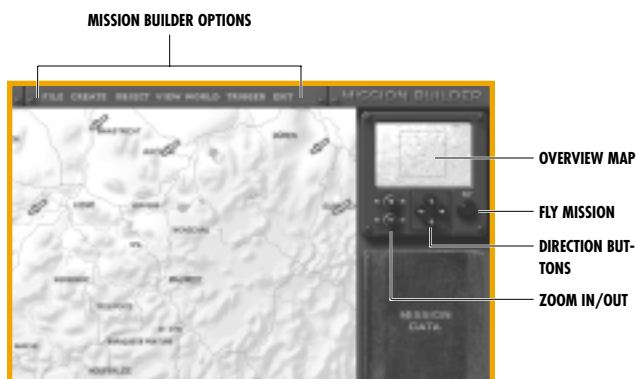
The Mission Builder screen lets you custom-build a mission that takes place on the terrain of the Ardennes Offensive. Click the options you want to use to shape your mission and get ready for action.

File   Create a new mission, save or load a mission.

Create   Add the friendly and enemy military units you'll fight with or against. For more details, ➤ see *Create* on p. 9.

Object   Duplicate flight formations and delete or add planes to flight formations. For more details, ➤ see *Object* on p. 12.

View   Show or hide the positions of units and waypoints, view your mission briefing, and access multiplayer chat.

World   Set the time of day and the weather conditions in which the mission occurs.

Trigger   Create a triggered event. Use the notepad in the lower right corner of the screen to customize the triggers you place in your mission. For details on the triggers provided in the Mission Builder, please open the ReadMe file installed in your *WWII Fighters* directory.

Exit   Exit to Windows or previous screen.

The Overview Map allows you to choose which portion of the battle area you wish to customize or examine in the Mission Builder map. To view different areas of the main map, click anywhere on the Overview Map with your mouse or use the direction buttons below.

CREATE

In this section you add the units you'll fight with and against in the mission.

To create units:

1. Choose the type of unit you want to create from the CREATE menu.

2. Left-click on the map to place that unit.

Different units have different creation options, as described below.

Note: Right-click and drag to move the unit on the map.

FLIGHT

Here you choose the planes that will be in the mission. You can add more planes to the flight. ➤ See *Object,* p. 12.

A notepad appears in the lower right corner of the screen when you place a flight on the map. Here you customize the flight by clicking on the right column.

Squad	Choose a squadron for the flight.
Flight	Choose a callsign for this group of aircraft.
Nationality	Choose the flight's nationality.
Aircraft	Change the type of aircraft.
Altitude	Adjust the flight's initial altitude.
Speed	Adjust the flight's initial speed.
Heading	Displays the direction in which the flight is headed.
Meter X	Adjust the location of the flight's placement (east-west). The number is in meters from the lower left corner of the map (0,0).
Meter Y	Adjust the location of the flight's placement (north-south). The number is in meters from the lower left corner of the map (0,0).
Wayset	Creates a set of waypoints for flights to follow.

DIVISION

Place either Allied or Axis divisions on the map. In the notepad, choose from the divisions actually involved in the historical fighting. In *WWII Fighters,* a division is a large formation of vehicles, weaponry, and troops. By placing a division you get around having to place individual tanks, artillery, etc. on the map.

In the notepad that appears in the lower right corner of the screen you can customize aspects of the division and its behavior.

Division	Choose from the divisions actually involved in the historical conflict.
Nationality	Choose the nationality of the division.
Meter X	Adjust the location of the division's placement (east-west). The number is in meters from the lower left corner of the map (0,0).
Meter Y	Adjust the location of the division's placement (north-south). The number is in meters from the lower left corner of the map (0,0).
Stance	Command the division to ADVANCE or HOLD position.
Health	Determine the initial fighting strength of the division.
Heading	Decide the initial direction in which the unit is facing.

ARMOR

Place individual Allied or Axis tanks and armored vehicles on the map.

ARTILLERY

Place individual artillery guns on the map.

FLAK

Place individual flak guns on the map.

OTHER VEHICLES

Place individual transports, small vehicles, or troops on the map.

STRUCTURES

There are several types of structures available for placement on the map.

Military

Place individual military structures on the map to customize the country-side beneath your flight. Use them for mission goals or to configure triggers to make the mission random and more interesting to replay (➤ *Trigger* p. 13).

Industrial

Place individual industrial structures on the map to customize the countryside beneath your flight. Use them for mission goals or to configure triggers to make the mission random and more interesting to replay (➤ *Trigger* p. 13).

Rail

Place individual railway structures on the map to customize the countryside beneath your flight. Use them for mission goals or to configure triggers to make the mission random and more interesting to replay (➤ *Trigger* p. 13).

Urban

Place individual buildings on the map to customize the countryside beneath your flight. Use them for mission goals or to configure triggers to make the mission random and more interesting to replay (➤ *Trigger* p. 13).

Rural

Place individual rural structures on the map to customize the countryside beneath your flight. Use them for mission goals or to configure triggers to make the mission randomand more interesting to replay (➤ *Trigger* p. 13).

WAYSET

Create a set of waypoints for a flight. The set initially contains only one waypoint. To add waypoints to the set, see *Object* menu's Add feature, below.

Target Tab	Determine what the waypoint is concerned with at this waypoint: another flight, a friendly or enemy division, a runway, or an object.
Action Tab	Provide an action for your flight on the way to this waypoint.

OBJECT

Use this menu to modify the units you created.

Delete	Delete the selected unit.
Duplicate	Create a clone of the selected unit at the same location.
Add	For flights, add up to three more planes to the flight. For waysets, create additional waypoints.
Hidden	Select a unit, then choose HIDDEN. When the mission you have created is loaded in the Single Mission screen, that unit is hidden on the mission map.

VIEW

This feature filters the objects you see on the mission map. Use this menu to show/hide the units you created while you edit the mission.

|	
Flights	Show/hide flights on the map.
Divisions	Show/hide divisions on the map.
Waypoints	Show/hide waypoints on the map.
Air Bases	Show/hide air bases on the map.
Bridges	Show/hide bridges on the map.
Briefing	View and edit the mission briefing.
Chat	Chat with other pilots (*Multiplayer* only).

WORLD

Weather	Choose the visibility in the mission.
Time of Day	Set the time of day in which the mission begins.

TRIGGER

A trigger is a device used to create gameplay elements at very specific times. When designing a mission, you can use triggers to enhance the unpredictability of the game, and create memorable and replayable missions. Triggers can be deployed as mission objectives. If so, they must be fulfilled in order for the mission to succeed.
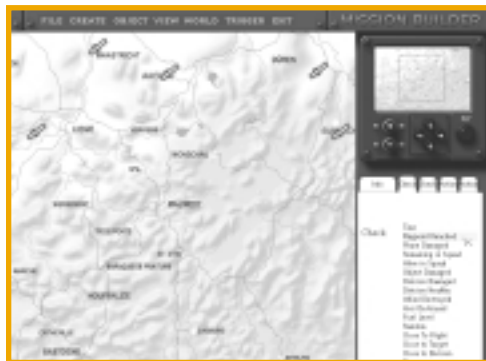
Check   Use this to choose an event in the game. Click on the event which will trigger an occurrence, either in reaction to or elsewhere in the mission. You can also combine checks and actions, up to two per trigger. Clicking on AND under Logic in the trigger notepad programs the action to occur only after two seperate events have taken place. Clicking OR programs the action to occur if either of the two events chosen take place.

Action   Here you decide what specific event will occur when the mission's trigger is hit. Though triggered by events in the game, the action does not necessarily have to be related to those events. When a plane's fuel gets low, for example, an enemy flight may appear elsewhere on the map.

Note: For a complete description of the various triggers available, please view the ReadMe file installed in your *WWII Fighters* directory.

MULTIPLAYER

*WWII Fighters* lets you join or host multiplayer games either on a local area network or over the Internet.

To begin a multiplayer game:
1. Confer with your fellow players (via chat boards, telephone, etc.) and determine who has the fastest computer. That person should be the Host.

2. From the Museum, click the MultiPlayer kiosk. This takes you to the MultiPlayer Connect screen.

3. Choose your method of linking to your fellow players. On **INTERNET** or **LOCAL NETWORK**, up to eight players can join a game.

Note: When using the Internet, the Host should give the others his IP address.

LOCAL NETWORK

INTERNET

CANCEL
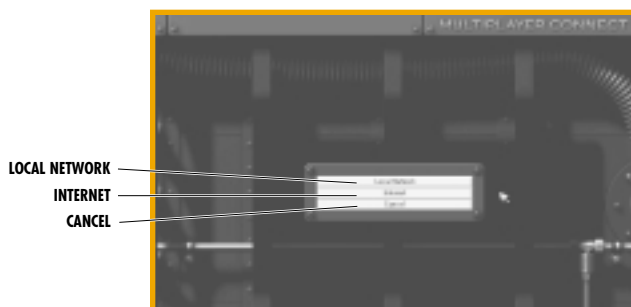
HOSTING A GAME

To host a game:

1. Left-click the callsign box. Enter your callsign.

2. Click "Host New Game." The Multiplayer Host screen appears.

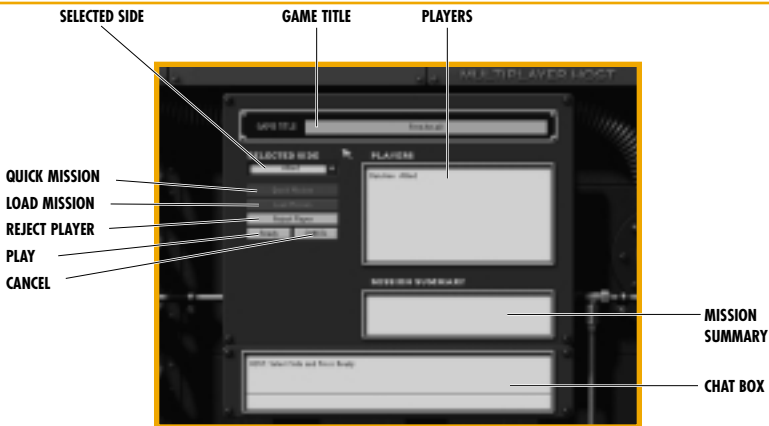|	
Game Title	Create a name for your session
Quick Mission	Takes you to Quick Mission screen to create a mission for your game
Load Mission	Loads a previously created mission
Players	Lists players currently in the game
Mission Summary	Shows details of your mission

3. Choose a name for your mission.

4. Select side.

5. Left-click Ready.

6. When at least one other player has joined, you can load a single mission or create a quick mission.

7. Click **QUICK MISSION** to proceed to the *Quick Mission* screen (➤ see p. 7). Players choose their planes and loadouts. Click **LOAD MISSION** to load a single mission. The host chooses which mission will be flown. All players go to the *Mission Builder* screen (➤ see p. 8) where they can examine the map and read details of the mission.

8. When players have chosen their planes and read the mission summary, the Host clicks FLY and the mission begins.

Note: To chat with fellow players, left-click in the bottom of the Chat box, type your message, then press ENTER .

SELECTED SIDE   GAME TITLE   PLAYERS

QUICK MISSION
LOAD MISSION
REJECT PLAYER
PLAY
CANCEL

MISSION SUMMARY

CHAT BOX

JOINING A GAME

To join a game:

1. Click either **INTERNET** or **LOCAL NETWORK** depending on the means you are using to link to your fellow players. The Multiplayer screen appears.

Games	Shows games available to join.
Players	Shows players currently in the game.
Game Info	Gives facts about the game mission.
Direct Query	Contacts the mission host.

2. Enter your callsign.

3. Click the name of the game you wish to join. If you do not see the name try the following:

★ Enter the address of the Host whose game you wish to join.

★ If you are not on a LAN, check the **DIRECT QUERY** box.

4. Click JOIN SELECTED GAME. The host is contacted and chooses to allow you to join the mission.

5. Select side.

6. Left-click Ready.

7. If the Host chooses a **QUICK MISSION**, you go to the *Quick Mission* screen. Here you choose the plane you wish to fly and its loadouts. If the Host chooses an already created mission, you go to the *Mission Builder* screen where you study the map and details of the mission.

8. When all players are ready, the Host clicks **FLY** and the mission begins.

Note: To chat with fellow players, Left-click in the bottom of the chat box, type your message, then press ENTER.

SELECTED SIDE   GAME TITLE   PLAYERS

PLAY

CANCEL

MISSION
SUMMARY

CHAT BOX
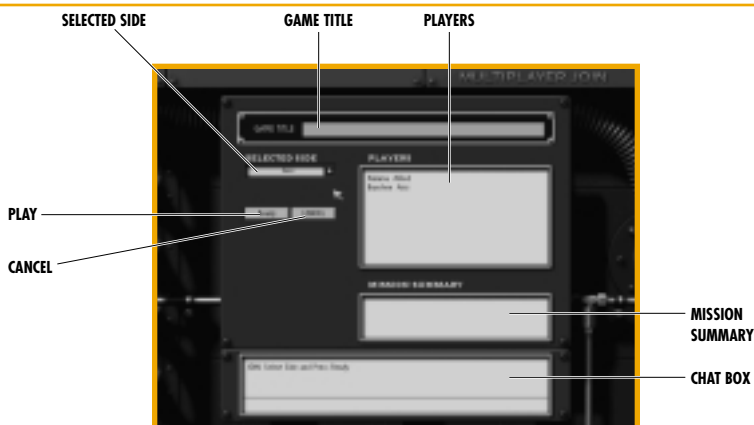
KEY COMMANDS

For a complete listing of keyboard commands, see the enclosed Keyboard Summary or consult the ReadMe file installed in your *WWII Fighters* directory. Below you will find descriptions of the more commonly used key commands.

VIEWS

COCKPIT VIEWS

F1	Forward view—what you see from your cockpit.
F2	Back view—look over your tail at what's behind you.
F3	Left view—look to the left of your plane.
F4	Right view—look to the right of your plane.
F5	Chase view of your plane from behind.
F6	External view of your plane facing your wingman.
F7	External view of your plane, facing your target.
SHIFT + F7	A view of your plane from the target.
F8	Tracks your weapon as it approaches your target.
F9	A repeating external view of your plane from a fixed point as it flies by.
SHIFT + F9	A single external view of your plane from a fixed point as it flies by. Your view returns to the previous setting.
ALT + F9	External view of your plane from a fixed point as it flies by. (Your view will not reset.)

⌈F10⌉	External view of your plane.
⌈_⌉ / ⌈-⌉	Zoom your view out.
⌈+⌉ / ⌈=⌉	Zoom your view in.
⌈SHIFT⌉ + ⌈←⌉	Pan view to the left.
⌈SHIFT⌉ + ⌈→⌉	Pan view to the right.
⌈SHIFT⌉ + ⌈↑⌉	Pan view up.
⌈SHIFT⌉ + ⌈↓⌉	Pan view down.
⌈ALT⌉ + ⌈←⌉	Shift cockpit seat forward.
⌈ALT⌉ + ⌈→⌉	Shift cockpit seat back.
⌈ALT⌉ + ⌈↑⌉	Shift cockpit seat up.
⌈ALT⌉ + ⌈↓⌉	Shift cockpit seat down.
⌈ALT⌉ + ⌈SHIFT⌉ + ⌈↑⌉	Reset cockpit seat.
⌈ALT⌉ + ⌈_⌉	Shift cockpit seat left.
⌈ALT⌉ + ⌈_⌉	Shift cockpit seat right.

SNAP VIEWS (NUM. PAD)

When held down, the keys on the number pad provide a quick cockpit glance in another direction. Releasing the key returns you to your previous view.

⌈/⌉	Snap view toggle. This function controls whether the view snaps to the previous view or sticks to the current view when the button is released.
⌈1⌉	Back left view.
⌈2⌉	Back view.
⌈3⌉	Back right view.
⌈4⌉	Left view.
⌈5⌉	Up view.
⌈6⌉	Right view.
⌈7⌉	Forward left view.
⌈8⌉	Forward view.
⌈9⌉	Forward right view.
⌈0⌉	Instrument view.

Note: You can hold down two adjacent keys to get intermediate views.

OTHER VIEWS

| `BACKSPACE` | **Cockpit Toggle:** Render your cockpit invisible, or restore the view of the inside of your cockpit. |

`F11`   **Swap Window:** Switch the views between the main window and the second 3-D window. (Only works in external views.)

`F12`   **Second 3-D Window:** Create a small window in the lower right corner of the screen to view other objects in the game.

`SHIFT` + `F12`   Reposition the second window in the upper right or upper left corner of the screen.

`M`   **Next Air Entity (2nd Window):** Cycle through views of the other planes of the mission in the 3-D Window.

`T`   **Label Toggle:** Press if you want all friendly and enemy objects to have their names superimposed over them.

`SHIFT` + `T`   Removes all text (labels, chat dialogue, etc.) from the screen.

`SHIFT` + `M`   **Ground Vehicle (2nd Window):** Cycle through views of all the ground vehicles in the mission.

`ALT` + `M`   **Ground Object (2nd Window):** Cycle through views of all the ground objects in the mission.

`N`   **Air Entity (Ext):** Cycles through all of the friendly and enemy aircraft in the mission.

`SHIFT` + `N`   **Ground Vehicle (Ext):** Cycles through all of the ground vehicles in the mission.

`ALT` + `N`   **Ground Object (Ext):** Cycles through all of the ground objects in the mission.

`Y`   **1st Instrument Window:** Create a small window at the bottom of the screen displaying cockpit panel instruments. Additional presses cycle through available instruments.

U	**2nd Instrument Window:** Create a second small window at the bottom of the screen displaying cockpit panel instruments. Additional presses cycle through available instruments.
I	**3rd Instrument Window:** Create a third small window at the bottom of the screen displaying cockpit panel instruments. Additional presses cycle through available instruments.
SHIFT + Y	Displays last saved instrument window configuration.
SHIFT + U	Closes all instrument windows.
SHIFT + I	Memorizes current instrument windows.

TARGETING

L	**Head Tracking Toggle:** Visually lock onto and track a target.
'	**Central Target:** Target the object nearest to the center of the forward view.
ENTER	**Select Next Visible Target:** Cycle through and lock on the available air, vehicle, or object targets (defaults to air targets).
SHIFT + ENTER	Lock on to the previously selected target.
ALT + ENTER	Lock on closest target of that type.
;	**Deselect Target:** Stop tracking a target.
H	**Air Target (Enemy):** Select this mode for enemy air targets. Press ENTER to cycle.
SHIFT + H	**Air Target (Friendly):** Select this mode for friendly air targets. Press ENTER to cycle.
J	**Ground Vehicle Target (Enemy):** Select this mode for enemy ground vehicles. Press ENTER to cycle.
SHIFT + J	**Ground Vehicle Target (Friendly):** Select this mode for friendly ground vehicles. Press ENTER to cycle.
K	**Structure (Enemy):** Select this mode for enemy structures. Press ENTER to cycle.
SHIFT + K	**Structure (Friendly):** Select this mode for friendly structures. Press ENTER to cycle.

WEAPONS

⌴	**Primary Gun:** Switch between your primary gun and "all guns."
⌴	**Secondary Weapon:** Cycle through any secondary weapons your plane may have.
TAB	Fire primary weapon(s).
SPACEBAR	Fire secondary weapon(s).

FLIGHT

THROTTLE

If your flight stick has no throttle control, or if you are playing with only keyboard controls, the following keys adjust your plane's throttle.

1	No thrust
2	25% thrust
3	50% thrust
4	75% thrust
5	Full thrust
6	Methanol (Bf109 only)
7	-5% thrust
8	+5% thrust
E	Turns engines on/off

AUTOPILOT

A	**Autopilot:** Toggles Autopilot on/off.
Q	**Previous Waypoint:** Aims autopilot toward the previous waypoint.
W	**Next Waypoint:** Aims autopilot toward the next waypoint.
ALT + W	**Waypoint Info:** Display current waypoint information

OTHER FLIGHT CONTROLS

S	**Trim:** Toggle on/off to reduce drifting.
F	Extends your plane's flaps.
G	Retracts/extends your plane's landing gear.

`SHIFT` + `F`	Jettisons external fuel tanks.
`ALT` + `F`	Jettisons external stores.
`V`	Retracts your plane's flaps.
`B`	Applies your plane's wheel brakes.
`SHIFT` + `ALT` + `B`	Bail out of your plane.
`ALT` + `L`	Displays last 4—5 messages in the buffer.
`ALT` + `P`	**Hot Seat:** allows player to jump between aircraft in his flight. Previously controlled aircraft revert to computer control.
`<`	Steers your tail rudder to the left (for players without ruddered joysticks).
`>`	Steers your tail rudder to the right (for players without ruddered joysticks).
`←`	Bank left (for players without joysticks).
`→`	Bank right (for players without joysticks).
`↑`	Pitch up (for players without joysticks).
`↓`	Pitch down (for players without joysticks).

GAMEPLAY

`O`	Pause game.
`ESC`	Pauses game, brings up flight map.
`ALT` + `R`	**Revive Plane:** Revive your plane and continue the mission if you crash or are shot down. The amount of times you can revive is decided by the mission or the host (➤ see *MultiPlayer* on p. 14).
`SHIFT` + `Q`	End your mission.
`C`	**Time Compression:** Cycles through 1, 2, 4, 8 time compression.
`SHIFT` + `C`	**Slow Motion:** Cycles through 1, 1/2, 1/4, 1/10 slow motion.

MULTIPLAYER MESSAGE COMMANDS

Available only in Multiplayer games.

ALT + 1	Engage target
ALT + 2	Protect me
ALT + 3	Engage class
ALT + 4	Free to engage
ALT + 5	Bug out
ALT + 6	Respond yes
ALT + 7	Respond no
ALT + A	Request enemy aircraft location
ALT + G	Request enemy ground unit location
~	**Chat:** Allows you to type chat messages. Press ENTER to send.
SHIFT + D	Cycle through flight models
SHIFT + A	Request enemy aircraft info from (GCI)
SHIFT + G	Request enemy ground target info from (FAC)

OTHER COMMANDS

CONTROL + PRINT SCREEN	Takes screenshot
CONTROL + F	Displays current 3-D mode and frames per second.